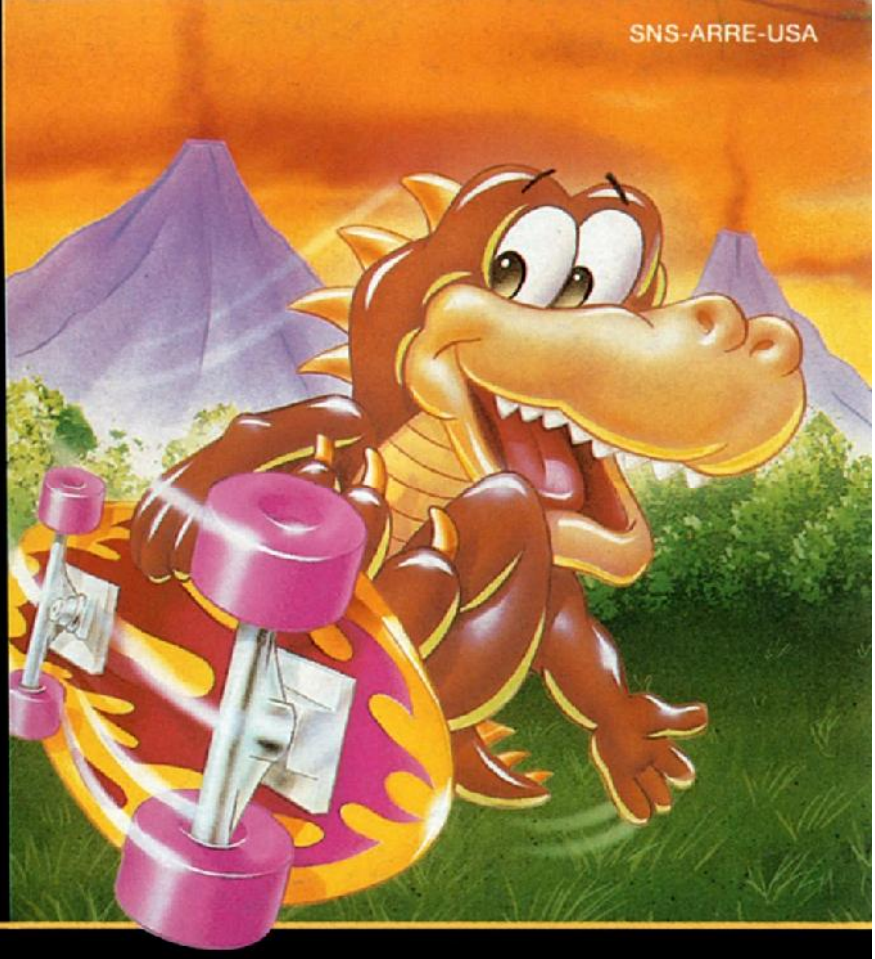
radical REX™

SNS-ARRE-USA



INSTRUCTION BOOKLET

ACTIVISION®

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

For your safety when skateboarding please wear a helmet and other protective gear.

ACTIVISION®

LICENSED BY

Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

© 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

TABLE OF CONTENTS

REX AND THE HEX 2

STOP SETHRON'S HEX! 3

GETTING STARTED 4

RADICAL MOVES 7

REX CHECKS 8

PICKING UP DINO-MIGHT 9

REX'S CREW 10

SETHRON AND HIS EVIL DOINGS 11

MAKIN' TRACKS ON DINO TURF. 14

STRATEGY HINTS 18

CREDITS 19

REX AND THE HEX

For millions of years dinosaurs had cruised the prehistoric party-lands, doing cool dinosaur-like things in perfect harmony. Primordial life was totally kick-back – skateboardin', groovin', chowing down at all-you-can eat salad bars and just hangin' out. Living in the dino-world was as awesome as a high-speed board-jump through the freshest half-pipe! Way cool.

But then one day... out of nowhere – like a sideways board-slide... came the MAMMALS!

At first it seemed that these mammal-types were just little furry nuisances that occasionally had to be wiped from under your feet. No sweat – skateboardin' did get a little bumpier, but there was no major change in the lifestyles of the hip and happenin'. So the dinos partied on...

Until the day Sethron showed up. Sethron, a funky-lookin' mammal with magical powers, busted out of the frozen wastes to carry out his master plan: to reduce all dinos to ZIP so that mammals could rule the earth! Not exactly a cool deal for the righteous reptilian race.

Sethron jetted through the once kickin' lands using his sorcery to zap the doomed dinos with his horrible hex. With a wave of his hypnotic wizard staff, Sethron placed most of the dinosaurs in the land under his nightmarish command. Brutal!... If Sethron continues spreading his evil magic through-

out the rest of the dino-lands, the prehistoric world will be hating life!

With dinosaurs doing Sethron's dirty work, the land before time was almost out of time – but one young dino-dude was too hip to fall under the sway of Sethron's magic. Radical Rex, the raddest, baddest dinosaur on prehistoric pavement, keenly outsmarted the evil wizard's mortal curse.

So now Rex must take on the grim guru before he gets to the rest of his dinosaur buds... and most importantly, to his dino-darling Rexanne! Will the Mesozoic bad boy be able to "ex" that hex – or lose his main squeeze and the entire dinosaur race to the sinister sorcerer Sethron? Radical Rex – the dinosaur world's last hope for restoring prehistoric partying.

STOP SETHRON'S HEX!

Whether the result of a calculated dino-move or just plain luck, it's up to Rex to defeat the power-hungry Sethron – and to save Rexanne and the dinosaur race from extinction. You must help Rex thrash through dangerous prehistoric worlds to defeat the evil Sethron – before it's too late!

GETTING STARTED

Starting the Game

Insert the Game Pak and turn your system ON. The Radical Rex preview will appear on your screen.

(Note: You can interrupt the game preview at any time by pressing ***START*** *on your Nintendo Controller to bring up the title screen.)*

1 PLAYER:
A 1-player game is already selected; press the **START** button to begin.

2 PLAYERS:
Use the ✣ **Control Pad** to highlight "2 Players" and press the **START** button on your controller. Before each turn, the screen will let you know who's up next. Press **START** again to continue.

Game Options

To change the game settings before playing; use the ✣ **Control Pad** to highlight "OPTIONS" on the title screen, and then press the **START** button. The Options Menu will appear on the screen. Use the ✣ **Control Pad** to select your new settings.

DIFFICULTY – Choose from 3 difficulty levels: Easy, Medium or Hard. Use the ✚ **Control Pad** to move left or right to scroll through your options. (Note: The game defaults to the Easy setting.)

CONTROLLERS – Select either one or two controllers. If you're going to play a 2-player game, be sure to set the number of controllers you have connected to your system.

TV SOUND – Determine the TV sound. Select **STEREO** for a normal sound setting. If your Super Nintendo System is connected to a monaural television, or through a single audio channel VCR, select **MONO**.

GAME SOUND – Use the ✚ **Control Pad** to set your sound preferences for play during the game; you can set both **Music and FX**, **FX Only**, **Music Only** or **None**.

CONTROL PAD SETUP – You can assign Rex's moves to just about any button on your controller. Use the ✚ **Control Pad** to highlight "CONTROL PAD SETUP" and press the **A**, **B**, **X**, or **Y** button. A list of the Control Pad buttons will appear on the screen followed by the move that is currently assigned to each.

Use the ✣ **Control Pad** to highlight a button and then move left or right to scroll through your move options. Press the **SELECT** button to assign the move you selected to the highlighted button. Then just use the ✣ **Control Pad** again to move to the next button.

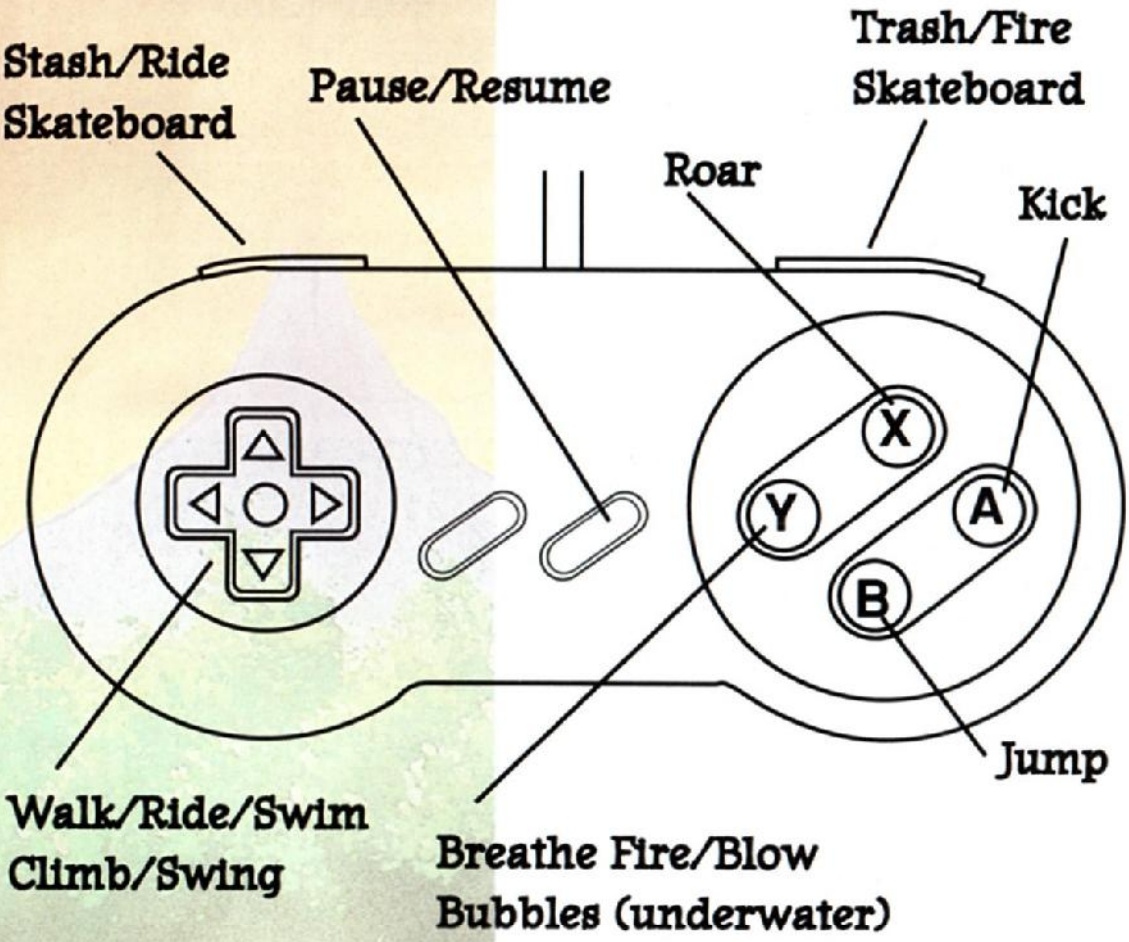
Press the **START** button to exit the Control Pad Setup mode. (See the Radical Moves section for the default Control Pad setup.)

ANIMATION TEST – This option lets you get a preview of Rex's cool animations. Use the ✣ **Control Pad** to move left or right and scroll through the animations. Press **START** to exit the animation mode.

Highlight "EXIT" and press the **A**, **B**, **X**, or **Y** button to exit the Options Menu and return to the title screen.

RADICAL MOVES

(Note: The following controller operations refer to the default button settings. See "CONTROL PAD SETUP" in the Options Menu to change your controller settings.)



REX CHECKS

Rex's Health-o-Meter – Measures Rex's life force.

Dino Egg Counter – Keeps count of Rex's dinosaur egg collection for the bonus world– 80 dino eggs get you in.

Roar-Rater – Shows how much roaring power Rex has picked up.

Fire-Tracker – Keeps track of Rex's fire-breathing potency.

Rex Chances – Shows you how many chances Rex has left.

Oxygen Gauge – Lets you know how much longer Rex can hold his breath underwater.

PICKING UP DINO-MIGHT

DINOSAUR EGG – Go on a dinosaur egg hunt – collect 80 and make it to the bonus world! Your screen displays the result of your egg hunting for each world. (The egg count will start over at the beginning of each world.)

FIRE FOSSIL – Pick up **Fire Fossils** to increase Rex's fire-breathing power. The more he picks up, the more burnin' his flame can do.

FIREBALL FOSSIL – Find a **Fireball Fossil** and give Rex's fire-breath a powerful new twist; Rex can use this magical form of defense until he is hit.

ROAR FOSSIL – Pick up enough **Roar Fossils** to blast out terrifying roars and leave them shakin' in their reptile boots!

HEART FOSSIL – Pick one up and restore Rex's health.

REX CHANCES – Gives Rex another chance as a dino-hero.

AIR BUBBLE FOSSIL – Looks like it's time to take a "breather."

INVINCIBILITY FOSSIL – Grants Rex invincibility for five seconds – just enough time to get past a dino-foe.

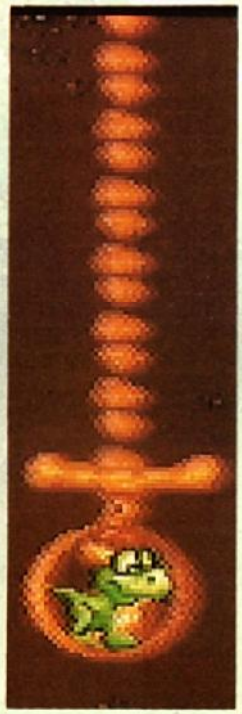
PTEROSAUR PTAXI – Hail one of these for a quick ride to higher ground.

TIKI TORCH – Light one up and mark your save point in the current world. When you lose a turn, start your next turn at the **Tiki Torch** (not at the beginning of the world).

REX'S CREW

Rexanne – Rex's Main Squeeze

The Rexettes – Rex's Jammin' Back-Up Babes



Dinovator – Rex's uplifting friend in the Dino Graveyard

Aqualung Fish – Rex's Swimming Pal

SETHRON AND HIS EVIL DOINGS

Sethron – Spreads his evil sorcery to rid the earth of dinosaurs by turning the dinos against each other.

Triceratops – Fires an endless supply of fireballs from a horn on its head.

Saber-Toof – Patrols its turf with sharp claws and loud-mouthed roars.

Spikosaur – Shoots a layer of spikes from its ever-spiky body.

Leapsnake – Leaps around looking for a suitable meal to swallow alive.

Headbuttosaur – Uses its head to butt into everyone's business...

Bossasaur – Uses its size and an endless supply of fireballs to its advantage.

Piranha – Swims around craving a tasty dino-snack.

Speeder – Out-of-control speed is its only weapon.

Stingerfly – This fly is on a sting operation.

Hylaeosaurus – Uses its built-in protection and a flurry of fireballs to skin some dino-hide.

Burster – Explodes and splatters globs of goopy purple acid.

Pterodactyl – Circles the skies dropping rocks from above.

Puckersaurus – Puckers up to spit out a steady stream of fireballs.

Bullfrog – Attacks with a whip of his tongue.

Sucker Fish – Get too close and it'll suck the air out of you!

Ghoulie-bird – Don't let 'em spook you – or get near you...

Scorpion – Shoots out a weird poisonous venom from his tail.

Stiffceratops – Spits out bones – if it gets you, you're bummed.

Zomb-T-Rex – Likes to slam-dance – with or without a head.

Swamphorse – Bucks at anything in the way of its swamp-trot.

Crab – Skuttles about snapping its claws to pinch its prey.

Nose-Leech – Get a grip on yourself – or he will!

MAKIN' TRACKS ON DINO TURF

Walking/Riding

Rex struts his stuff on or off his board. Sometimes he'll find that his Tyrannosaurus tootsies supply him with the best form of transportation, while other times his board will give him the speed he needs to get him where he wants to go. But remember, Rex rides a skateboard, not a 4-wheeler, so if you try to skate where no board has gone before, you'll find yourself going on a very short ride.

Breathing Fire

Rex's roastin' ability can petrify the nastiest prehistoric monsters to a blackened crisp, but think fast—those bad boys can snap out of it and put Rex in the hot-seat before you know it. Watch the **Fire-Tracker** to see how much firepower Rex has picked up. The more **Fire Fossils** Rex picks up, the mightier the flame-breath he sports.

Kicking

The Rexmaster can kick up a storm— a dust storm, that is. Once Rex has fried one of his enemies, all it takes is one swift kick to turn that crispy critter into a

puff of dust. See ya! What's up next for the karate-king of barbecue?

Climbing and Swinging on Vines

Jump on a vine and Rex will be quick to hold on for his dino-life. Then, use the ✣ **Control Pad** to climb up or down the vine. Or, if climbing doesn't seem like the hip thing to do– do what swinging singles do... First, use the left and right arrows to gain some momentum, then jump off.

Swimming

Rex can only do the dino-paddle for as long as he can hold his breath. Once he's out of air, there are three things Rex can do: 1) swim up for air, 2) grab an AIR BUBBLE FOSSIL, or 3) go suck a fish! The third option may not be common behavior for a cool dino like Rex, but the generosity of some fish makes it worth it. (Rex's **Oxygen Gauge** at the top of the screen will let you know how much swimming time Rex has left.)

Blowing Bubbles

When Rex is underwater, his fire-breathing capability turns into a different form of defense– bubble-blowing. (Well, what did you think would happen if you breathed fire under water?) Although this capability is not lethal, it will undoubtedly push aquatic

enemies away to give Rex the swimming space he needs for a clean get-away.

Jumping

Rex can bust out with the coolest, raddest jumps on or off his board. Rex jumps higher than you would expect most dino-dudes to jump and can get even higher with a little help from his friends... Try combining his talents to show-off moves like the karate jump-kick. Excellent!

Roaring

A dinosaur isn't born with a powerful roar, it comes with experience. The farther Rex advances in his mission, the more opportunities he will have to improve his roaring power. Once Rex has the stuff that real dinos are made of, he can use his mighty mouth to blow away those Mesozoic meanies. But use it only in emergencies; one roar takes a lot out of Rex— enough to leave him speechless.

Stashing/Riding Skateboard

Once Rex jumps on his board and starts thrashin', he can either keep riding or jump off and stash his board behind his back— until he feels the need to do the half-pipe deed.

Trashing/Firing Skateboard

The Rexmaster may find himself in situations that call for some slick board maneuvers. He may need to ride his board to get to a certain point, then jump off in mid-air to land on his feet. Since Rex can't stash his board while in mid-air, trashing it becomes the quickest way to solid ground. But Rex can also use his board to defend himself. So dinos, stand back— Rex may be armed and dangerous! (Note: If Rex chooses to trash or fire his board, it's trashed for good and he's gotta find a new one before he can hit the slopes again.)

STRATEGY HINTS

- Look for useful objects when searching for higher ground – they're sure to put a spring in Rex's step.

- If Rex's board supplies a quick lift but gets in the way of a footed landing, trashing it may be the only way to solid ground.

- Don't be so quick to dust off a charbroiled enemy, Rex may need a stepping stone to get where he wants to go.

- If the Leapsnake's got Rex down... his throat... start up the fireworks!

- You've gotta be light on your toes to light up a Tiki Torch...

- Give a new meaning to "board-thrashing" – take aim before you trash your board!

- Show the Dino-Graveyard Boss your fancy foot-work – up-side his head... then burn away the fleshy bones to finish him off!

- Here's the low-down on dodging the pesky Pterodactyl in Sethron's Forest the second time around – find the lowest point and DUCK!

CREDITS

Produced for Activision by Tom Sloper
Director of Quality Assurance – Jon Doellstedt
Quality Assurance Manager – Kelly Rogers
Testing by Dusty Sorenson, Abe Heward, Jacques LeMaire, Kenny Ramirez and Matt Pekarek
Director of Documentation – Mike Rivera
Player's guide written by Veronica Milito
Package Design by TDC Group
Rad Rex Illustration by Chris Dellorco

Design and programming © 1994 Beam Software

Special Thanks to Alan Gershenfeld, Trish Wright and the Laserbeam Development Team: Fred Milgrom, Adam Lancman, Sue Anderson, Peter Litwiniuk, Graeme Webb, Andrew Harvey, Tim Mackay, Andrew Scott, Damian Borg, Joe Rimmer, Ian Malcom, Natasha Power, Craig Duturbure, Marshall Parker, Cameron Brown, Shane Collier, Steven Scott, Gary Ireland, Leigh Reynolds, Aaron Smith, Sam Thomson and Andrew Buttery

The Radical Rex character is a trademark and copyright of Laserbeam Entertainment Pty. Ltd.
Published by Activision under license.

Limited Warranty

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user. However, to the original purchaser of a game prepared by Activision, Activision warrants the medium on which the program is recorded to be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur, the medium may be returned to Activision, Inc. or to an authorized Activision dealer, and Activison will replace the medium without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the medium as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED, OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF ACTIVISION. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IN NO EVENT SHALL ACTIVISION OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SUCH AS, BUT NOT LIMITED TO, LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

After the warranty period, a defective Activision cartridge may be returned to Activision with a check or money order for $25 U.S. currency per cartridge for replacement (must be within one year of purchase).

ACTIVISION®

P.O. Box 67713
Los Angeles, CA 90067
(310) 479-5644

ACTIVISION®

P.O. Box 67713
Los Angeles, CA 90067
(310) 479-5644

PRINTED IN JAPAN